

Progression on computing

Year	Topic(s)	Objectives	Key skills beyond the NC	Scratch	Links to other areas of the curriculum	Key vocabulary	How does this topic prepare children for future learning/life?	
R	Technology in everyday life Bee-bots and other simple hardware Online activities Logging in/out	Understanding the world Technology: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	A number of basic ICT skills are no longer specifically covered in the National Curriculum. Using programs such as Word, Excel and other presentation software is taught progressively across the year groups.		Maths – positional language English – instructional language Full curriculum – apps and digital work Art – image creation	Computer Tablet (inc. brands) App Software e-Safety Internet	The key skills developed in Reception and KS1 prepare the children for their KS2 work. The ability to use a mouse, login and out of software, type, edit images and save work is essential for future learning. These fundamentals underpin the coding and game developing skills they will encounter in KS2.	
1	Image editing Logging in/out Internet browsing File management	Computing programme of study: key stage 1						
2	Image editing Coding introduction Internet browsing File management							
3	Coding (inc. Scratch from Y3) Internet use File management	Computing programme of study: key stage 2		Children in KS2 use Scratch to further develop their coding skills. Through studying retro computer games, children are able to mimic the concepts, eventually leading to developing their own ideas.	Maths - positional work including coordinates and the four quadrants, negative and positive numbers English – see key skills – presentation skills for a range of work Design Technology – CAD work Art – image work History/Geography/ Science – research work and presentation	Code Program/Sequence Algorithm Debug e-Safety Network Input / Output Search Engine Internet World Wide Web (www) Software Hardware Data File extensions – e.g. jpg, gif Various mathematical language, especially positional		Using a range of software and hardware with confidence is essential for education and later life. Coding, including using Scratch, helps young people learn to think creatively, reason systematically, and work collaboratively – essential skills for life in the 21st century. These skills help to grow a child’s confidence across the whole curriculum. CAD is further preparing children for future jobs.
4	Coding Game Design CAD (Computer Aided Design) Data handling							
5	Coding Game Design CAD Image editing							
6	Coding Game Design CAD Image manipulation							

At Furzefield, we use a range of resources to support our computing curriculum, including Purple Mash, Switched On & Twinkl.

E-safety is our number one priority and underpins any work we do in computing. We do have a focus week, though this is just to draw further attention to key matters.